

FIG. 1 is a block diagram of a computer system 100.

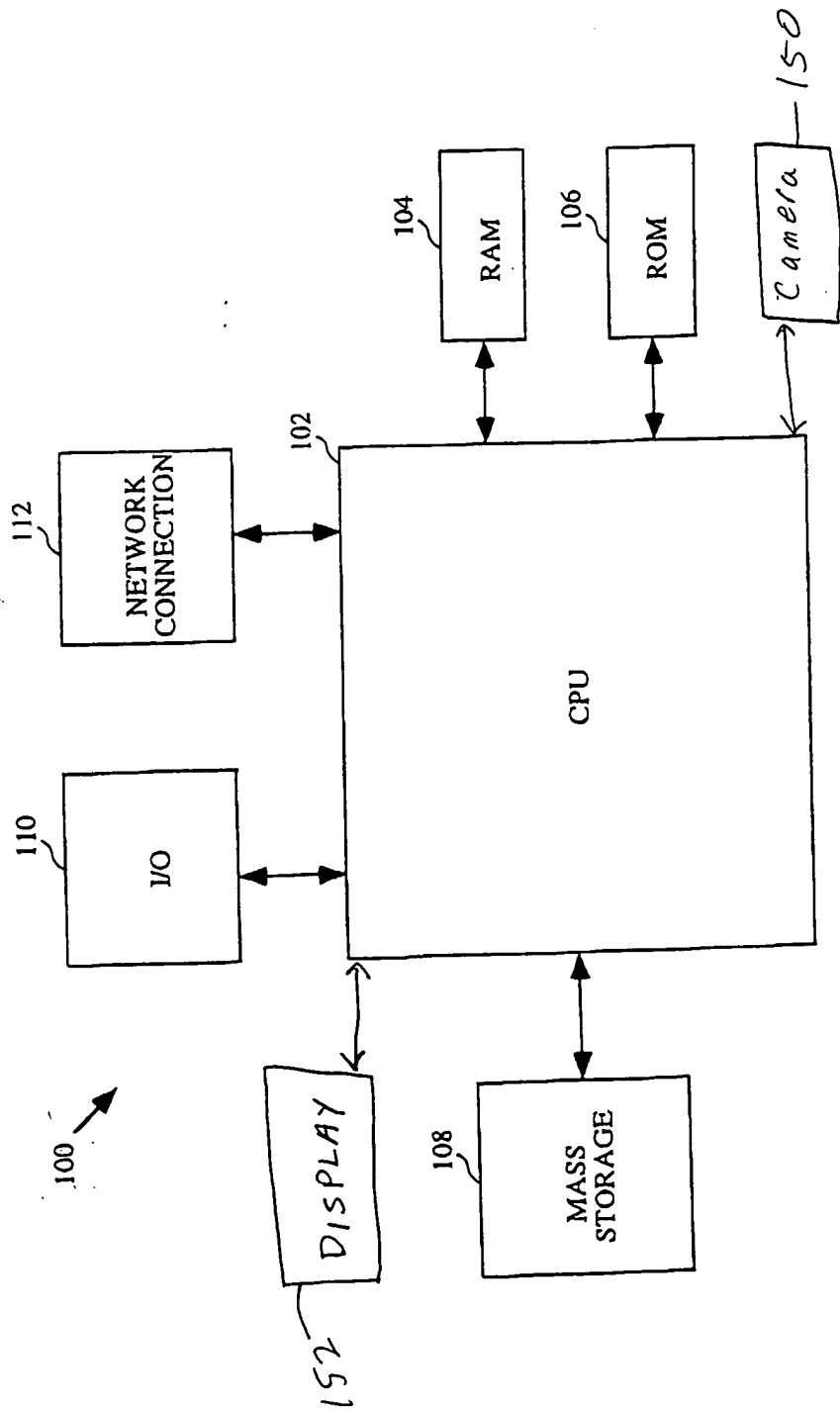


FIG. 1

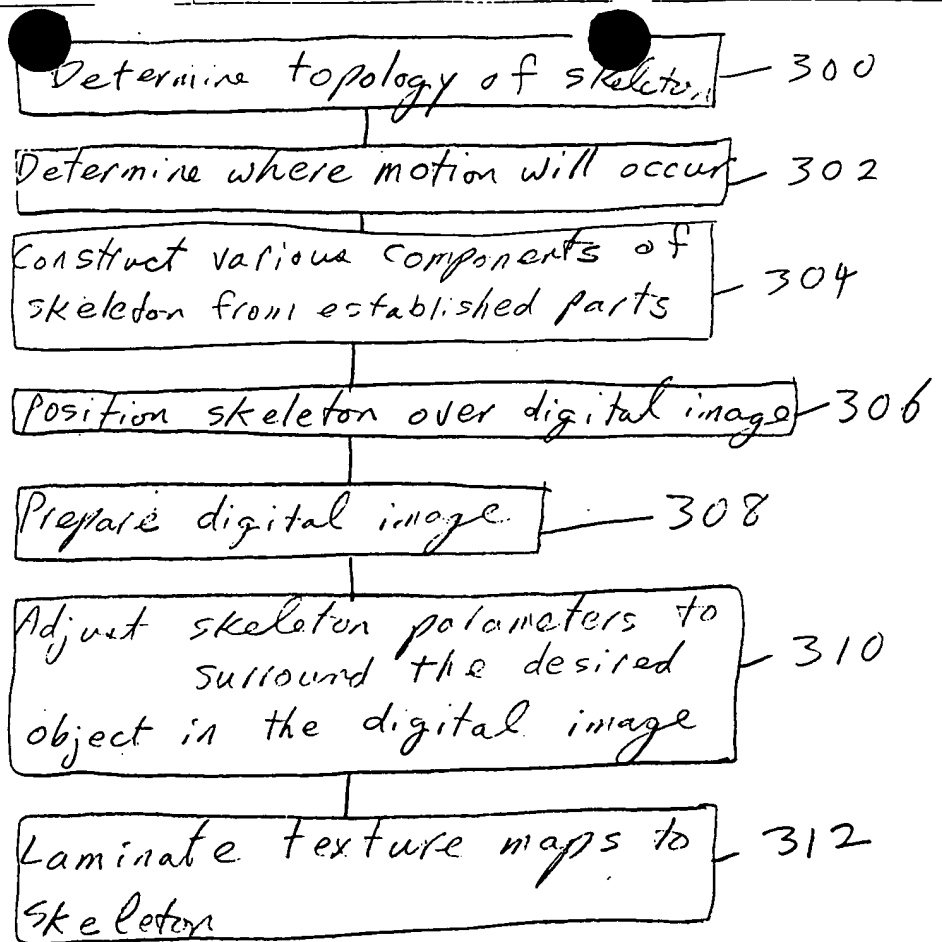


FIG 2

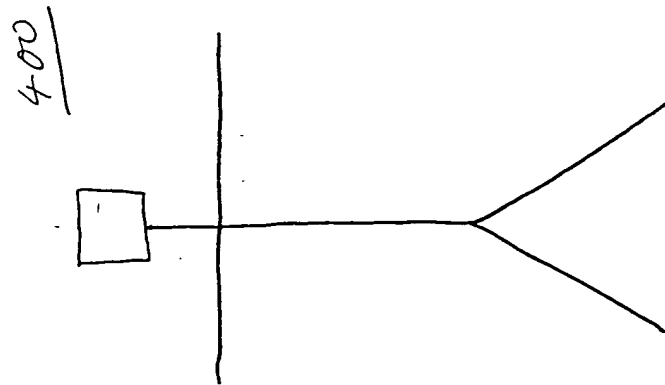


FIG 3A

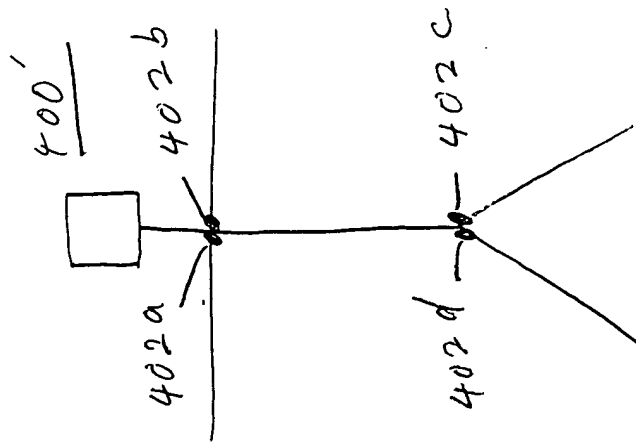


FIG 3B

10045552 101304

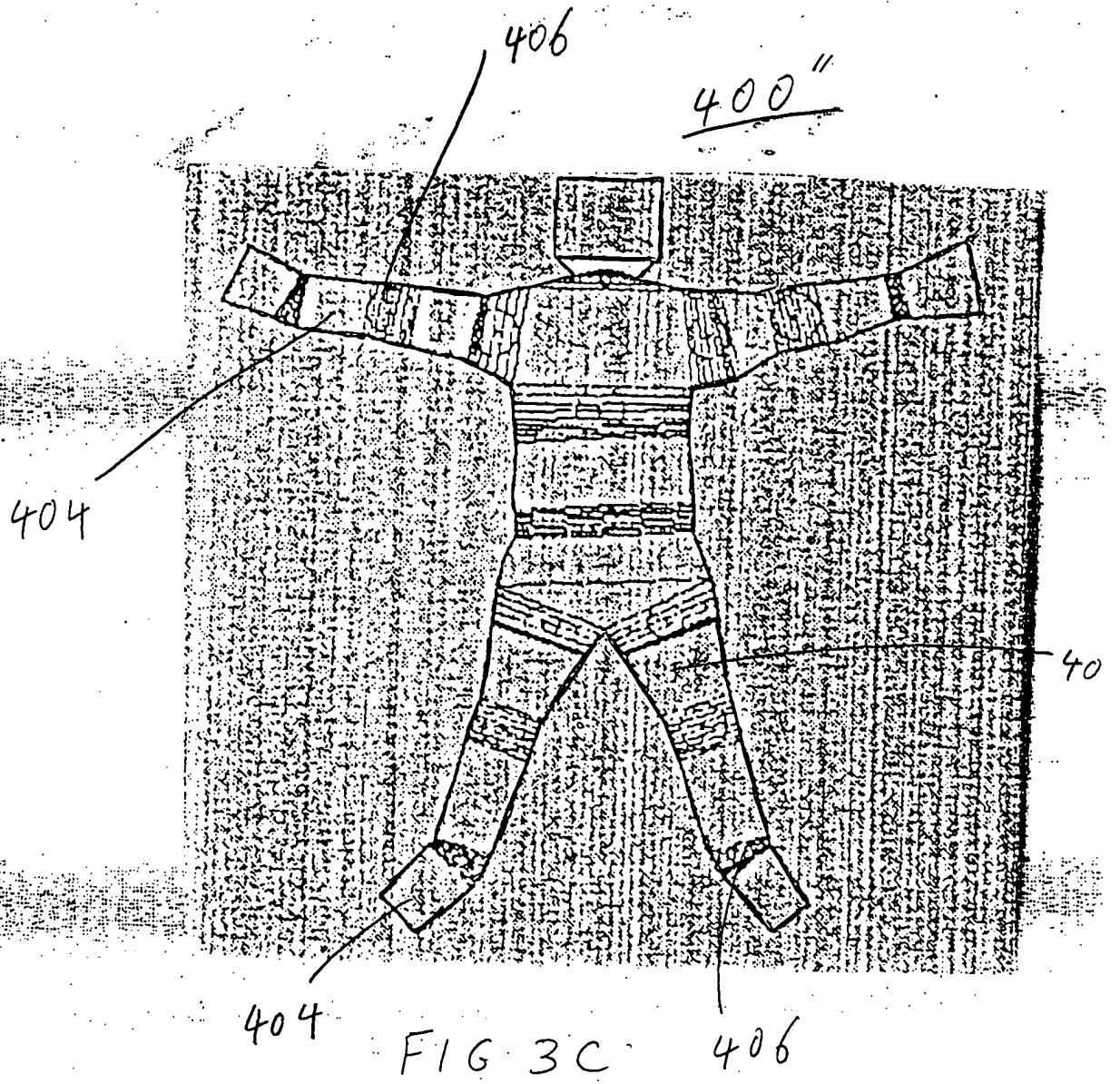




FIG 3D



FIG 3E

10045552 101801

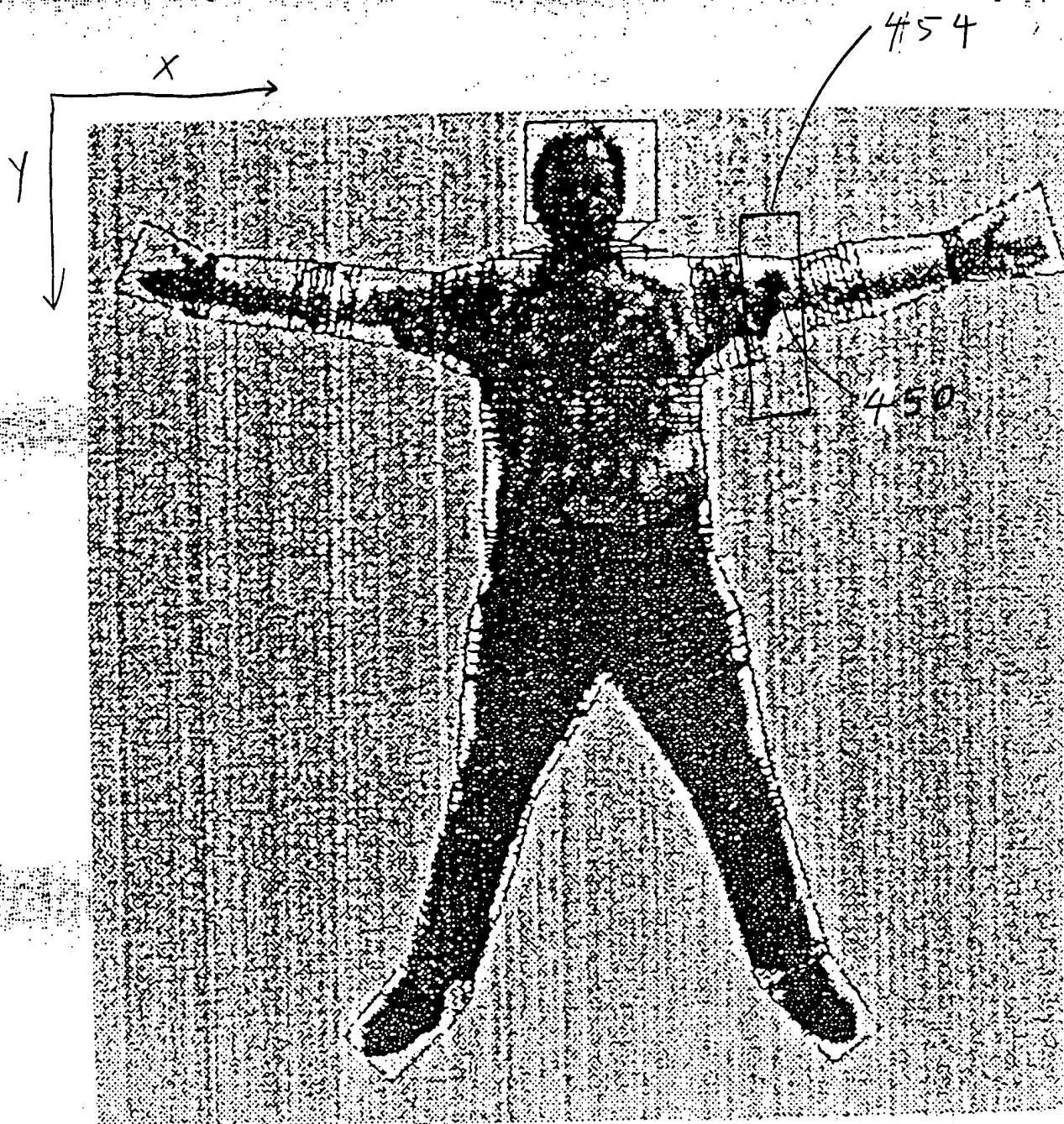


FIG. 3F

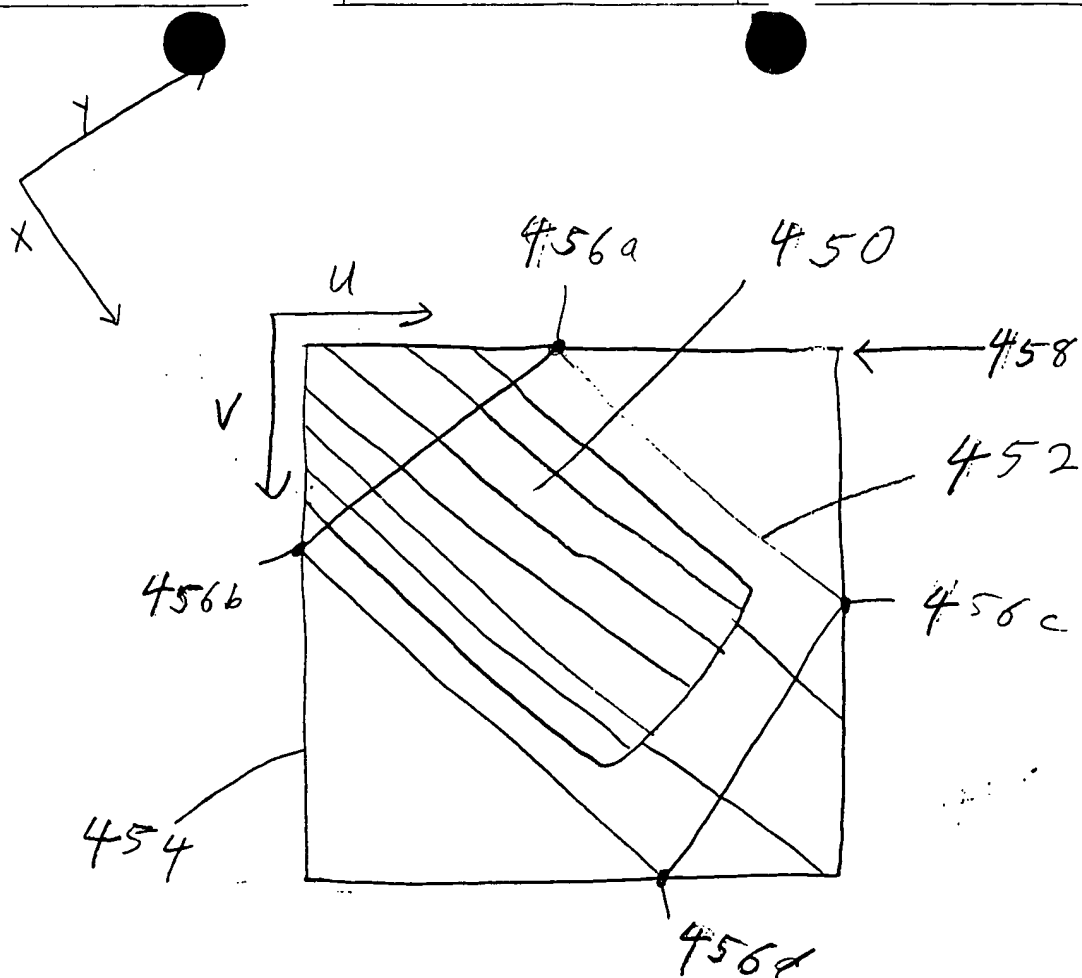


FIG. 3G

FIG. 3G



FIG 4

transmit data over a network
related to the generation of a
personal character, wherein the
data related to the generation of
the personal character is no longer
transmitted once the object is
generated

-600

Transmitting data related to an
animation of the personal character

-602

FIG 5